

IN THE SPECIFICATION:

Please replace the paragraph starting at page 13, line 9, and ending at page 14, line 23, with the following amended paragraph:

Here, Isochronous transfer system is a communication system which assures the transfer of a constant amount of data for each predetermined communication cycle (one communication cycle is nearly 125 μ s) and which is suitable for a real-time communication of animated images, voice and the like as shown in 3202 and 3203 of Fig. 32. Also, Isochronous transfer system is a broadcast communication which does not specify communication destinations. Each device manages Isochronous data outputted by using channel number (chA, chB shown in Fig. ~~[[31]]~~ 32) assigned to the device and a communication band. Moreover, Asynchronous transfer system is a communication system which becomes effective when the control command, file data and the like are asynchronously transferred as required as shown in 3204 and 3206 of Fig. 32. Further, there are a one-on-one communication specifying the communication destination and the broadcast communication not specifying the communication destination in Asynchronous transfer system. Though a receiving node returns acknowledgment (ack ~~[[3150]]~~ 3105, 3107 in Fig. 31) in the one-on-one communication, the receiving node does not return the acknowledgment in the broadcast communication. CTS command and CTS response described later use the one-on-one command. Here, Isochronous transfer system and Asynchronous transfer system can be mixed in a time division manner, and in one communication cycle period, Isochronous transfer system has a higher priority than

Asynchronous transfer system because an idle term (Isochronous gap in Fig. 31) in which the Isochronous transfer system is executed is set shorter than an idle term (Subaction gap in Fig. 31) in which the Asynchronous transfer system is executed. Accordingly, the Isochronous transfer system is executed subsequent to CSP (Cycle Start Packet) 3101 transferred initially in each communication cycle, prior to the Asynchronous transfer system. By the function, animated images, voices and other information signals having real-time properties can be transmitted without being interrupted in the data communication system of the embodiment.
